

# PAINTING SCORE SHEET

Player's Name	Army Played	Player ID#
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Appearance will be judged via Checklist as follows:

## Category 1: Tabletop Quality (20 points)

- 1) ☐ The army is ENTIRELY painted to a three color minimum standard (*worth 8 points*).
- 2) ☐ The army looks like a cohesive force.
- 3) ☐ All models have basing material or paint applied to bases.
- 4) ☐ A painted scenic display board is used
- 5) ☐ The army is colored in a pleasing and consistent manner.
- 6) ☐ The army uses basic highlighting and shading techniques to add depth to the models.
- 7) ☐ The units of similar models are similarly painted but recognizable as belonging to different units.

\_\_\_\_ Subtotal

## Category 2: A Little Something Extra (20 points)

- 8) ☐ All models are based in a consistent or cohesive manner.
- 9) ☐ Movement trays have been designed to match the basing materials.
- 10) ☐ Army banners and flags are painted freehand to a good standard.
- 11) ☐ Character models and army centerpieces stand out.
- 12) ☐ Some Models have been converted or dynamically posed.
- 13) ☐ Some models have extensive and intricate basing.
- 14) ☐ All details of models/units painted(i.e. gems, eyes, ribbons, etc).
- 15) ☐ Time was taken to create an original color selection and/or theme.
- 16) ☐ The display board was created to match the look of the army.
- 17) ☐ The army is displayed with a themed or engraved name card stating Army Title and Player Name

\_\_\_\_ Subtotal

## Category 3: The Finer Details (8 points)

- 18) ☐ Army banners and flags are painted freehand to an excellent standard.
- 19) ☐ A majority of models have been converted or dynamically posed.
- 20) ☐ Time was taken to paint intricate details (i.e. fabric patterns, gem reflections, etc.).
- 21) ☐ This army displays advanced paint techniques (blending, non-metallic metals, object source lighting, etc.)

\_\_\_\_ Subtotal

## Category 4: Da Best! (2 points)

- 22) ☐ This army is THE top army represented at this tournament.

\_\_\_\_ Subtotal

Total Score	Judge
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